

Main

Shaders parsing unit testing

Unit	Success rate(%)	Date tested	Test notes
Uniform Parsing			
Struct Parsing			

total:

0

Uniforms

Uniforms parsing unit testing

Unit	Success rate(%)	Example
Non-initialized		uniform vec3 pos;
Non-initialized 1D array type		uniform mat4[4] views;
Non-initialized 2D array type		uniform int[4][3] indices;
Non-initialized 1D array variable		uniform mat2 textMaps[4];
Non-initialized 2D array variable		uniform vec4 pos[4][2];
Non-initialized 2D array defined between type and variable		uniform vec3[2] pos[4];
Initialized with literals		uniform float atten = 1.2f;
Initialized with simple constructors		uniform vec3 pos = vec3(2.3);
Initialized with nested constructors		uniform mat4 = mat4(vec4(3.3),vec4(3.3), vec4(3.3), vec4(3.3));
Initialized with initializer list		uniform vec4 test = {3.3, 4.5, 2.7, 1.0};

total: 0

Uniforms

[illegible]

Struct

Struct parsing unit testing

Unit	Success rate(%)	Example

total: 0

Struct

Test result	Expected result	Date tested (DD/MM/YYYY)	Test notes